



ARMY MEN

# SARGE'S WAR



<http://www.replacementdocs.com>



## ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms -- children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health And Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

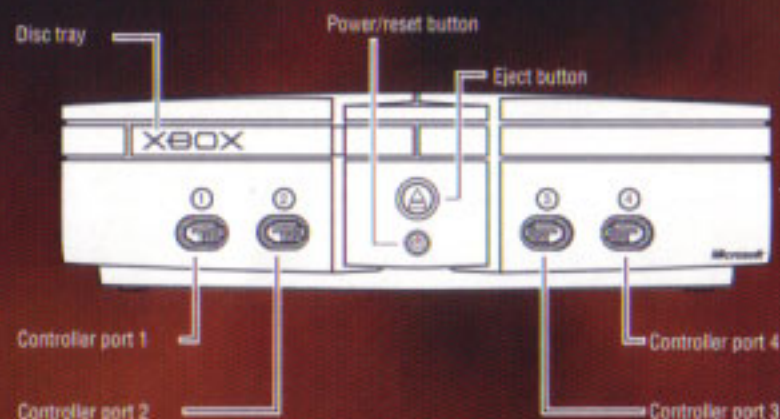
# ARMY MEN SARGE'S WAR

## TABLE OF CONTENTS

GETTING STARTED .....	2
GAME CONTROLS .....	3
INTRODUCTION .....	4
OPTION SETTINGS.....	5
PLAYING SARGE'S WAR .....	6
SAVING / LOADING A GAME .....	8
GAME SCREEN .....	9
SARGE'S COLLECTIBLES .....	10
PAUSE SCREEN .....	13
SARGE'S WEAPONS .....	14
FACES OF WAR.....	16
SARGE'S MISSIONS .....	19
MULTIPLAYER .....	20
SARGE'S WAY OF WAR.....	21
CREDITS .....	22
WARRANTY .....	25



# GETTING STARTED



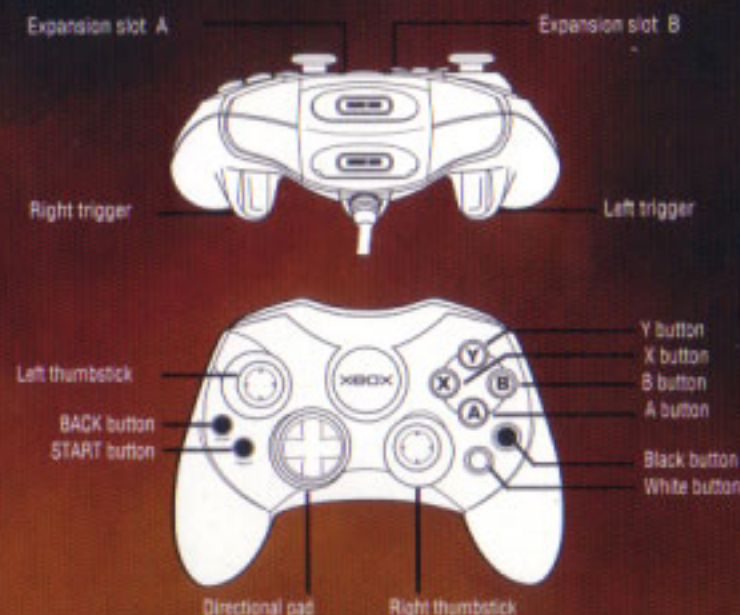
1. Set up your Xbox® video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Army Men®: Sarge's War™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Army Men®: Sarge's War™.

## Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

# GAME CONTROLS



## Default 3rd PERSON

<b>Left Thumbstick</b>	.....Movement
<b>Right Thumbstick</b>	.....Look Around
<b>D-pad L/R</b>	.....Cycle Weapons
<b>A Button</b>	.....Fire / Shoot / Throw Grenade
<b>X Button</b>	.....Toggle Kneel / Stand Mode
<b>B Button</b>	.....Reload / Action (Context Sensitive)
<b>Y Button</b>	.....Jump
<b>Left Trigger</b>	.....Pull to cycle targets / Pull and hold to lock on
<b>Right Trigger</b>	.....Pull and hold for First-Person Mode
<b>Black Button</b>	.....Cycle Weapons / Right
<b>White Button</b>	.....Cycle Weapons / Left
<b>START/ PAUSE</b>	.....Pause Menu

**NOTE:** There are other controller setups selectable, either from the Pause Menu in-game, or from the setup screen for playing a New Game



## INTRODUCTION

With Greentown on the verge of a long deserved peace with the Tan, a new danger emerges. A renegade army prepares the ultimate doomsday device to lay waste to the Green Nation and the dream of peace.

But they never counted on Sarge.

Sarge is alone to fight a war against an unknown foe. His skill and bravery are about to be tested in a war like no other.

Never fight a toy with nothing to lose.

## OPTION SETTINGS

The Options screen, selectable from the Pause Menu, lets you View Credits and set:

Sound effects volume

Music volume

Voice volume

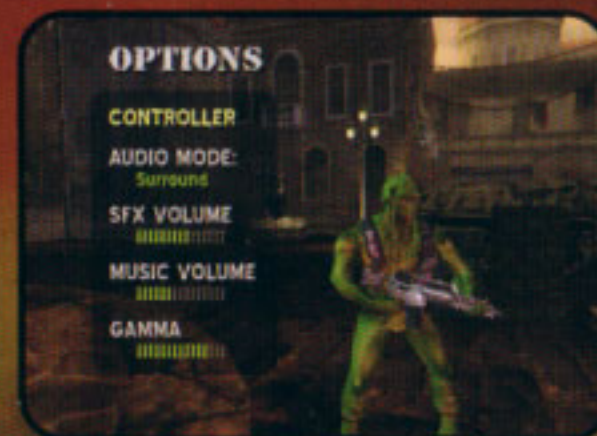
Toggle subtitles On/Off

The Controller Setup screen, also available from the Pause Menu, has these options:

Setup: choose Default, Alternate 1, or Alternate 2 configurations

Vibration: toggle On/Off

Invert Aim: toggle On/Off





# PLAYING SARGE'S WAR

## BOOTCAMP

*"I don't care how brave you are if you can't shoot straight."*

– Sgt. Hawk

If you want to survive, know your weapons and maneuver capability. Train to use objects like doors and power-ups by going through Basic Training. Remember – in this war, you are the last man standing - there are no reinforcements.

## THE CAMPAIGN

Sarge must smash the Tan operations by destroying troops and equipment. From secret bivouacs and supply depots to hidden command, communication and control centers, Sarge must crush the Tan plotters before they lay waste to the Green Nation.

*The following rules will help you:*

- Get and follow the Objectives for each mission. Watch for additional Objectives and opportunities as you go.
- The only good Tan is a dead Tan. Kill Tan wherever you find them, but keep the mission first in mind.
- You must succeed to go on to the next mission.
- If you fail in a mission, try again! Your previous attempt will provide valuable recon.

# PLAYING SARGE'S WAR

## (CONT.)

Every section of every level has its unique Objectives – some are Primary Objectives, some are Secondary Objectives. All Primary Objectives must be completed to move on to the next mission. Secondary Objectives are important, but will not keep Sarge from moving on, if not accomplished.

Secondary Objectives are varied, but every level has a level flag and War Plans. Tan War plans help the Green Army's Intelligence Service. Tan Flags count toward getting medals, and help Sarge make a clean sweep.

Your goals for each Mission are accessible from the Objectives option from the Start/Pause menu. Be sure to review your Primary and Secondary Objectives before you engage the enemy.



## SAVING A GAME

Once you have successfully completed a level, you will be offered a chance to Save. Select the "Empty Slot" you wish to Save into with the **directional pad**  $\uparrow$  /  $\downarrow$ . You can overwrite old saves.



## LOADING A GAME

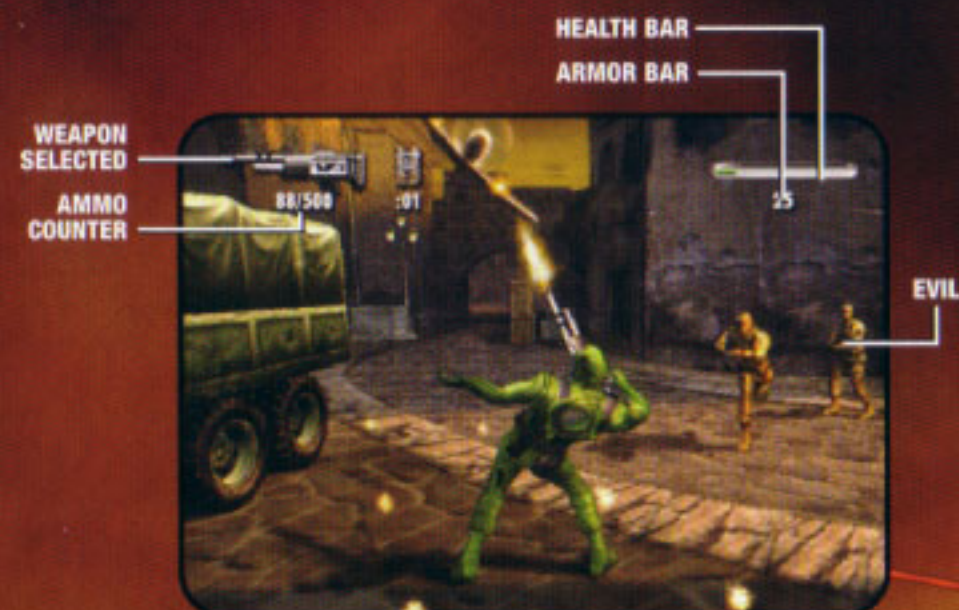
Loading games in Army Men: Sarge's War is done by selecting "Load Game" from the Main Menu. After highlighting and selecting "Load Game", the Load Game screen will appear. Use the **directional pad**  $\uparrow$  /  $\downarrow$  to select the game you wish to load.



## GAME SCREEN SINGLE PLAYER

### MANEUVERING IN THE BATTLEFIELD

Sarge can walk, run, kneel and duck-walk through the battlefield. Use these maneuvers to get Sarge to a location from where he can shoot Tans most efficiently.





## GAME SCREEN SINGLE PLAYER (CONT.)





### HEALTH BAR

The health bar is one graphic representation of Sarge's condition. Sarge shows damage on his plastic, too. When Sarge is hit, the health bar will appear briefly on screen. Once Sarge is seriously wounded (under 50% health) the health bar will remain on screen until Sarge is healed or dies.

### ARMOR BAR

This is below the health bar and shows how much armor protection Sarge has. Be careful – armor will stop some, but not all damage. Plenty of Greens died strapped into their armor!

### WEAPON SELECTED

A picture of the current selected weapon and its name will appear on screen at all times. Changing weapons is done using the , ,  and  on the **directional pad**.

### AMMO COUNTER

This appears with the selected weapon graphic and shows the ammo currently loaded in the weapon on the left, and the ammo Sarge is carrying for the weapon in clips, magazines or reservoirs on the right.

### TIMER

Sometimes Sarge is working under a deadline. A timer will appear and provide a countdown.

## SARGE'S COLLECTIBLES

Power-ups are available in many places on the battlefield. Explore the combat zone, as you may find an extra health, ammo, or new weapons.



### WEAPON POWER-UPS

Picking up these power-ups let Sarge use a new weapon. The weapon will only show in the weapon inventory if Sarge currently has ammo for that weapon.



### AMMO POWER-UPS

Even Sarge needs ammo for his weapons! Ammunition power-ups provide ammo for one specific type of weapon. Only the carbine has unlimited ammo.





# SARGE'S COLLECTIBLES

(CONT.)



## MED KITS:

Plastic Bits from killed enemies restore small amounts of Health. Medical bags restore 100 points of Sarge's health. Medical kits restore 300 points of Sarge's health.



## ARMOR

Light armor power-ups give Sarge 50% of his armor. Heavy armor power-ups give Sarge 100% armor.



## EXPLOSIVES

Time Bomb and Blasting Cap pick-ups give Sarge explosives with which to destroy enemy equipment.



## WAR PLANS AND TAN FLAGS

War Plans give Sarge tactical information.

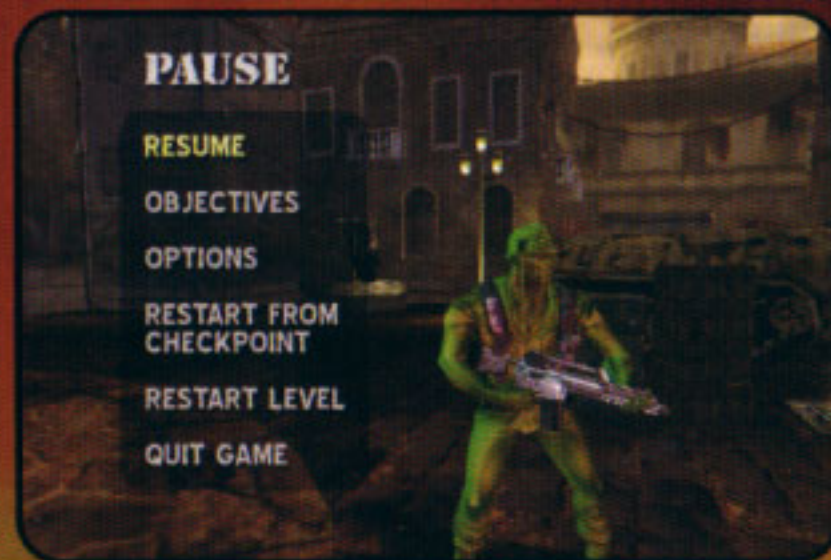


Tan Flags help win you medals.

# PAUSE SCREEN

At any time during a mission the game can be paused by pressing the START button. Doing so will also allow you to choose from several options regarding the mission you are playing and your controller setup. See below:

- Continue the game
- Review your objectives
- Change your controller setup
- Go to the options screen
- Restart the level
- Quit the game





## SARGE'S WEAPONS

Guns, guns, guns, guns, guns. Sarge has a wide variety of weapons to choose from. Once a weapon has been collected, Sarge can use it if he has ammunition for the weapon.



### **CARBINE**

When Sarge runs out of other weapon choices, he falls back on the trusty old carbine.



### **ASSAULT RIFLE**

Accurate and reliable, with good range, the semi-automatic rifle is a solid weapon.



### **SHOTGUN**

Bam! The shotgun is a good choice for blasting enemies at close range.



### **GRENADE**

The grenade can be thrown over cover, but grenades require the thrower to set their feet for a moment to throw.



### **AUTO RIFLE**

Rapid fire and good accuracy combined in a powerful combat tool.



### **BAZOOKA**

The natural enemy of tanks and APCs, there's hardly an enemy standing that a bazooka doesn't work well against.



### **GA - 9 SNIPER RIFLE**

The telescopic sight lets you make the war more personal for distant Tan soldiers.



### **FLAMETHROWER**

Good against anything but a tank, just don't burn yourself!



### **HEAVY MACHINE GUN**

The Heavy Machine Gun is the best weapon against tough or numerous foes.



## PLASTIC DESTRUCTION

Plastic is the future, but it can be destroyed. The wear and tear of war leaves marks. Chips and holes, cuts and chunks blown out do not necessarily stop the Tan, and rarely even slow Sarge down. Use the flying plastic as a guide to how effective your fire is, but remember – there are many different kinds of plastic!

## FACES OF WAR

### SERGEANT HAWK



Sarge is the finest soldier in the Green Army. His discipline, valor and prowess are unquestioned. Despite having fought the Tan for most of his life, he welcomed the Green-Tan Peace treaty. Malice's treachery – and the threat he brings to the Green Nation, Sarge's comrades, and his friends – have propelled Sarge into a new world of anger and revenge.



Who is the shadowy figure Sarge is fighting?

## THE ENEMY

Want to defeat the Tan? First you must know the Tan. The Tans are a wily, nefarious foe, not to be trusted. Each time you blast a Tan, you are blasting pure evil. The Tan are always trying new tricks to defeat the Green Nation. New soldiers and vehicle types are put into combat regularly. Your vigilance and steady nerves will determine the fate of Greentown.

### TAN LINE TROOPERS

Malice has employed a number of mercenaries; many are former Tan soldiers who could not stand the thought of peace. Be vigilant in attacking these and other enemies. Here are some of the forces Malice will send against you:



#### Tan Spotter

Though this Tan trooper carries only a carbine, the artillery and air strikes he calls in are lethal. When you see a Spotter, shoot him. **Now!**



#### Tan Grenadier

Engage the Grenadier at long range whenever possible – grenades are deadly.



#### Tan Shotgunner

Up close and personal, this Tan trooper will blow a hole right through ya'!



## FACES OF WAR (CONT.)

### TAN SPECIAL FORCES



Green Eaters - these elite Tan Soldiers use a deadly combination of cutting edge weapons, crack training, and old-fashioned killing fury.

### TAN VEHICLES



#### APC

This light armored vehicle carries Tan soldiers into battle, and supports them with turret fire.



#### Tank

Tanks pose a great danger to Sarge's operations. Sarge can dismantle a tank with a well-aimed bazooka blast, or by planting some strategically placed hand grenades. Just make sure you find some cover first.

The Tans will stop at nothing in their quest to eradicate the Greens. Your vigilance will determine the fate of your comrades – so keep your eyes open and your rifle at the ready!

## SARGE'S MISSIONS

### Act I. Day of Infamy

### Act II. Renegade: Sarge's War

### Act III. Retribution

Each Act has multiple missions, each mission can have several sections. Follow all briefings and intelligence closely. This information will save your life!

## THE REWARDS OF VALOR

Medals are awarded for several kinds of success in battle. From the Green Achievement Medal to the Green Medal of Honor, Sarge can win many awards. Medals are given for completing missions and performing all the Objectives.



## MULTIPLAYER WAR

In Multiplayer mode, two to four players fight it out as individuals or teams. The Game Screen divides into sections dependant on the number of controllers plugged into the Xbox® video game system.

You can select any one of the 4 multiplayer environments: Tan at the Gates, Green Hawk Down, One Way Ticket, or Hall of Destruction. There are three play modes to choose from: Death Match, Team Advance, and Capture the Flag. Follow the menus to select a map, set victory settings or arrange teams. Teams can be equal or unbalanced.



## SARGE'S WAY OF WAR

Sarge wages war with many weapons! Some enemies need specific weapons to kill them. Armored vehicles and the most elite of the Tan foes may need the specialized heavy weapons like the flamethrower or bazooka (several grenades will do, if you're out of bazooka shells). The different rifle and machine gun types each have their challenges and benefits. Ammunition consumption must be balanced with firepower, long-range accuracy with pure killing power. But use your head—plastic or not, it's the most effective weapon you have in combat.

Try shooting objects – some will explode and open up new areas, others may yield power-ups.

Note that plastic destruction is your guide to how effective your fire is on an enemy. Many foes need to be smashed up a bit before they go down!

Remember that the left trigger lets you lock on or cycle through targets in front of you.

Sarge can move, dodge and use cover. Cover is your friend. Don't forget to kneel when low cover is available. Kneeling will not only give you cover behind low objects, but with most weapons you are more accurate when kneeling.

Learn to use all the weapons. Diversify your killing. When you get ammo for better weapons, use up the ammo for weaker weapons so there will be fewer choices to scroll through.

Watch out when you blow an enemy's head off! They may still take some killing, and tend to spin and shoot wildly. Sometimes shooting the middle Tan in a group will cause head loss, and then that Tan may shoot the others. Efficiency is important!

You are always harder to hit when moving. Run, strafe, dodge and keep shooting. If enemies are chasing you, you can run and leave grenades behind.

### *Stay low.*

Don't forget where the Med Kits are. You may not need that healing now, but more Tans are likely nearby.



# CREDITS

## TACTICAL DEVELOPMENT

**President**  
David O'Connor

**Producer**  
Brand Loman

**Lead Engineering**  
Bill Fowler  
Chuck Batson  
David O'Connor

**Art Director**  
Dalma Bolech

**Engineering**  
Rawley Bergstein  
John McKenzie

**Art**  
Yukari Yamano  
Cynthia Brody  
Sarah Burns  
Brian Williams  
Doug Van Zandt  
Joe Pinelli

## TAKE 2 INTERACTIVE

**Associate Producer**  
Gregg Sanderson

**Production Team**  
David Nottingham  
Susan Lewis  
Jamie King  
Gary J. Foreman  
Sandeep Bisla  
Jennifer Kolbe  
Daniel Einzig  
Jeff Castaneda

Bill Woods  
Tom Baker  
Marc Nesbitt  
Kris Severson  
Tony King  
Marz Yamaguchi  
Norbert Morvan  
Jason Bergman  
Matt Schlossberg  
Sarah Seaby  
James Crocker  
James Quinlin

## QA Lincoln

**Assistant Producer /  
Lead Tester**  
Phil Alexander

**QA Manager**  
Mark Lloyd

**Testers**  
James Cree  
Dan Goddard  
Craig Reeve  
Dominic Garcia

## ROCKSTAR LONDON

**Development Manager**  
Lucien King

**Assistant Producer**  
Daimion Pinnock

**Localization Manager**  
Chris Madgwick

**Localization Coordinator**  
Malke Köhler

## Localization Teams

Around the word  
Synthesis Iberia  
Synthesis International  
Effective Media

## THE 3DO COMPANY

**Director**  
Mark Dickenson

**Creative Director**  
Michael Mendheim

**Tech Leads**  
Bill Fowler  
Olivier Lhermite

**Engineering Manager**  
Russell Shiffer

## Core Engineering Team

Isaac Bender  
Pierre Blaizeau  
Lex Chesler  
Erick Jap  
Al Khorasani  
Kevin Klemmick  
David Li  
Mike Ma  
Jim Norwood  
Kimberly Power  
Jaroslaw Predki  
David Roberts  
Shawn Rogers  
Lee Rosenbaum  
Andrzej Rusewicz  
Bob Smith  
Kevin Wright

## Additional Engineering

Victoria Lease  
Fred Mack  
Akitomo Morita  
Chuck Romberger  
Alex Werner

**Art Director**  
Yu-fen Credly

**Lead Artists**  
Marc Apablaza  
Inna Cherneykina  
Chris Sellers

**Core Art Team**  
Katherine Apablaza  
Jon Bodenshot  
Dalma Bolech  
Theng Boo  
Joel Boucquemont  
Rusty Drake  
Keith Fallon  
Terrence Hicks  
Ashley Huang  
Don Johnson  
Richard Khoo  
Brian Kumanchik  
Xiao Wei Liu  
Klee Miller  
Stephen Peterson  
Gavin Wood  
Suzana Zecevic

## Additional Art

Charles Barnard  
Mark Dinse  
Mark Dixon  
Dennis Foley  
Michael Groark  
JP Harrod  
Mike Parisi  
Anthony Schmill  
Peter Traugot  
Alex Vaz Waddington  
Tom Westerlin  
Craig Wolda

**Design Lead**  
Howard Lehr

**Level Layout Design Director**  
Mike Lin

**Core Design Team**  
Jared Baiderschmidt  
John Calhoun  
Kacper Centkowski  
Tony Fiorella  
Thomas Foss  
Steve Goodale  
Mike Simpson  
Steve Szakal

**Additional Design**  
Amy Albertson  
BJ Cholewinski  
Bill Dunn  
Paul Gunn  
Miles Horak  
Jeff Junio  
Keith Meyer

**Associate Directors**  
Yobo Shen  
Chris Williams

**Executive Producer**  
Kelly Turner

**Senior Producer**  
Marc Sherrod

**Additional Production**  
Tim Spengler  
Glenn Wissner

**Sound**  
John Baker  
Barry Blum

**Marketing**  
Ross Borden  
Jasen Martinez

**Operations**  
Maria Toepler  
Media Services  
Thomas Usher

**Test Supervisor**  
Jeremy Mahler

**Test Lead**  
Kenneth Barnes

**Assistant Test Lead**  
Jesse Anacleto

**Testers**  
John Allen  
Ardry Engleheart  
Jimmie Hicks  
Rodney McKenzie  
Michael Richmond

**Scriptwriters**  
Juff Buchanan  
Vinnie Carrella

**Voice**  
Robin Castillo  
Rusty Drake  
Terry Maratos

**Design**  
William Anderson

**3DO FMV Director**  
John Manley

**Models**  
GlyphX, Inc.

**Movies and Additional  
Models**  
The Ballistic Pixel Lab, Inc.



# CARVE



## OUT NOW



Carve © 2003 Argonaut Games Plc. All Rights Reserved. © 2003 Take-Two Interactive Software, Inc. Global Star Software, Inc. is a wholly owned subsidiary of Take-Two Interactive Software, Inc. Global Star Software and the Global Star Software logo are trademarks of Take-Two Interactive Software, Inc. Microsoft, Xbox and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. The ratings icon is a trademark of the Entertainment Software Association.

## WARRANTY

Global Star Software, Inc., a division of Take-Two Interactive Software, Inc., warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Global Star Software, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Global Star Software, Inc. shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damage for personal injury, even if Global Star Software, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative work based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program accompanying documentation, and the receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

GLOBAL STAR SOFTWARE, INC.  
622 BROADWAY,  
NEW YORK, NY 10012

For Customer Service please call (410) 933-9191 or email [tech@globalstarsoftware.com](mailto:tech@globalstarsoftware.com)

## ESRB RATING: TEEN

This product has been rated by the Entertainment Software Rating Board. For Information about the ESRB rating, or the comment about the appropriateness of the rating, please contact the ESRB at [www.esrb.org](http://www.esrb.org)

Microsoft, Xbox and the Xbox Logos are registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.